

Navigate between documents with icons

Guide



Championship



Plans



Battlelog



Quantum shard



Production



Buildings

The Alchemist

	450 000		75 000		0			
	485 + 100 ⁽¹⁾		Buy 3 with shards		Buy 7 with goods ⁽²⁾			

⁽¹⁾ At the end of the fourth day, we will use 2x50 shards for rush construction. We have probably already earned that much by now.

⁽²⁾ The first two should be somewhere below each other so that the 2 alchemists can fit under each other. You can place the rest anywhere where there are no impediment.

⁽³⁾ Feel free to change it at the end if you need more or less Pillory or decorations.

⁽⁴⁾ Don't forget to check at the settlement after the one-hour building is built to start production.

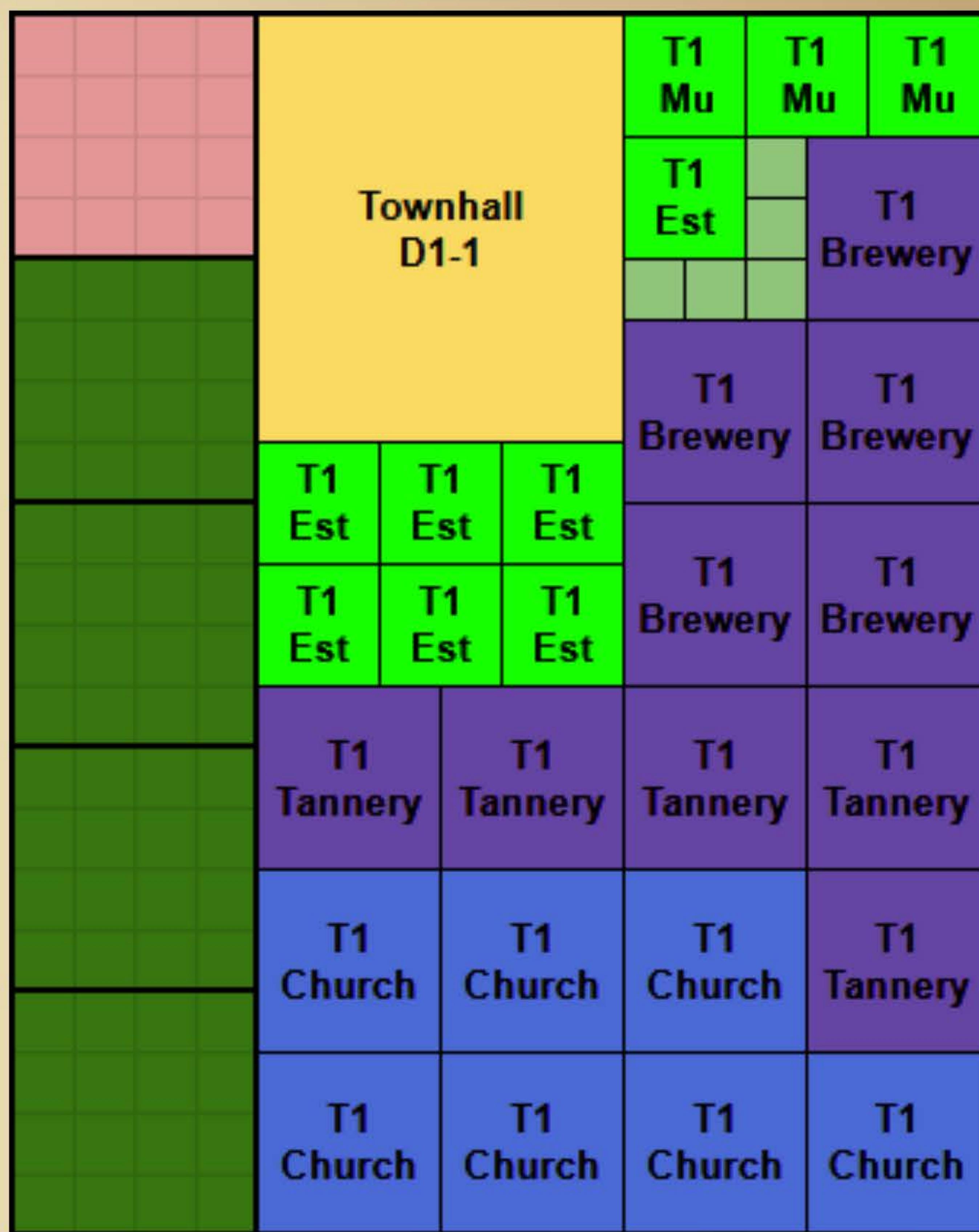
⁽⁵⁾ If waiting an hour for a goods production building is too much, speed it up by 25 shards.

Do not donate them!

The Alchemist

DAY 1-1

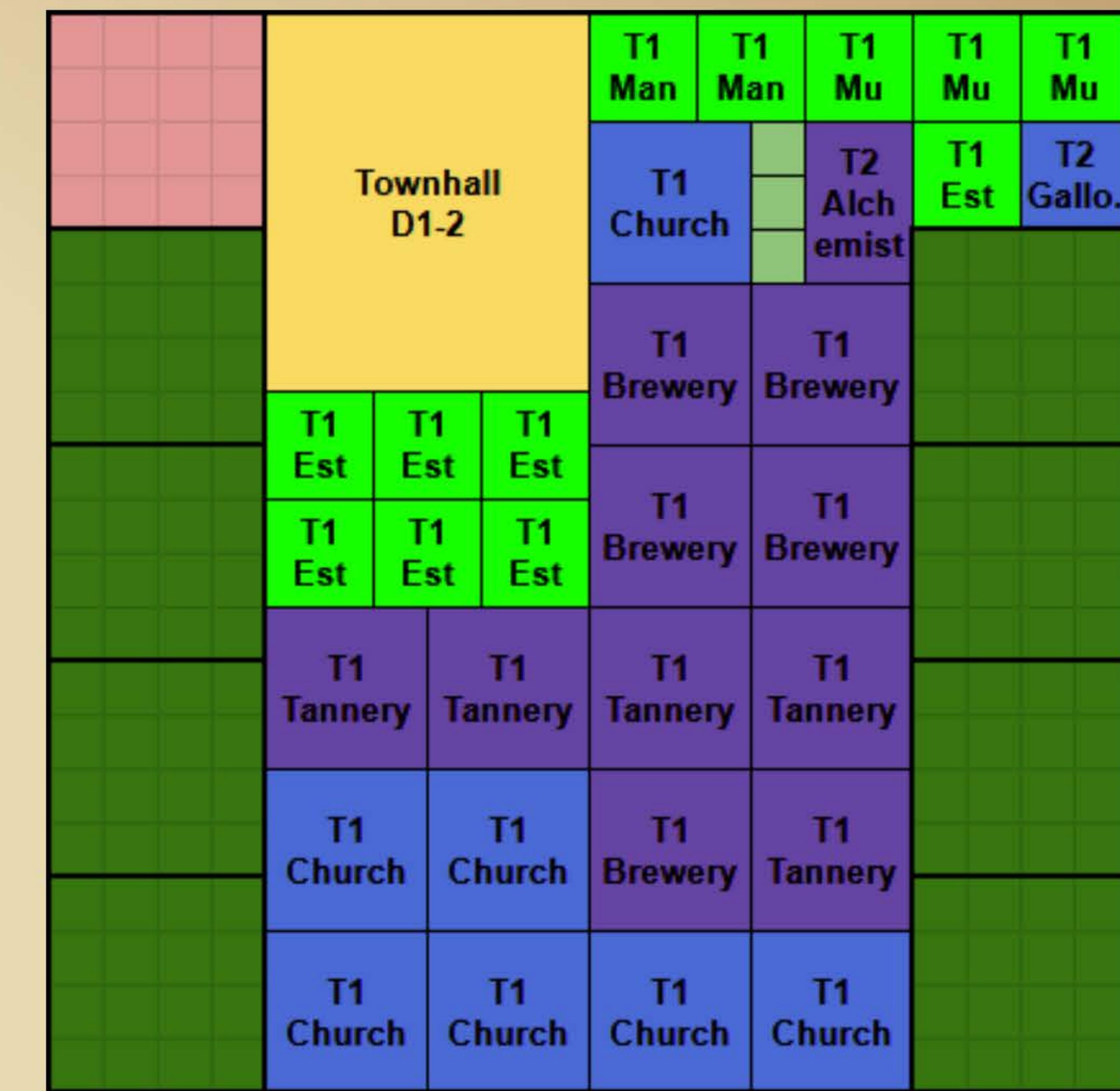
		Coin	Supply	Alloy
Buy	3 Expansion			
Build	3 Multistorey house	-30 000	0	0
Build	7 Estate house	-112 000	0	0
Build	5 Tannery	-60 000	0	0
Build	5 Brewery	-96 000	0	0
Build	7 Church	-117 600	0	0
SUM		34 400	75 000	0



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DAY 1-2

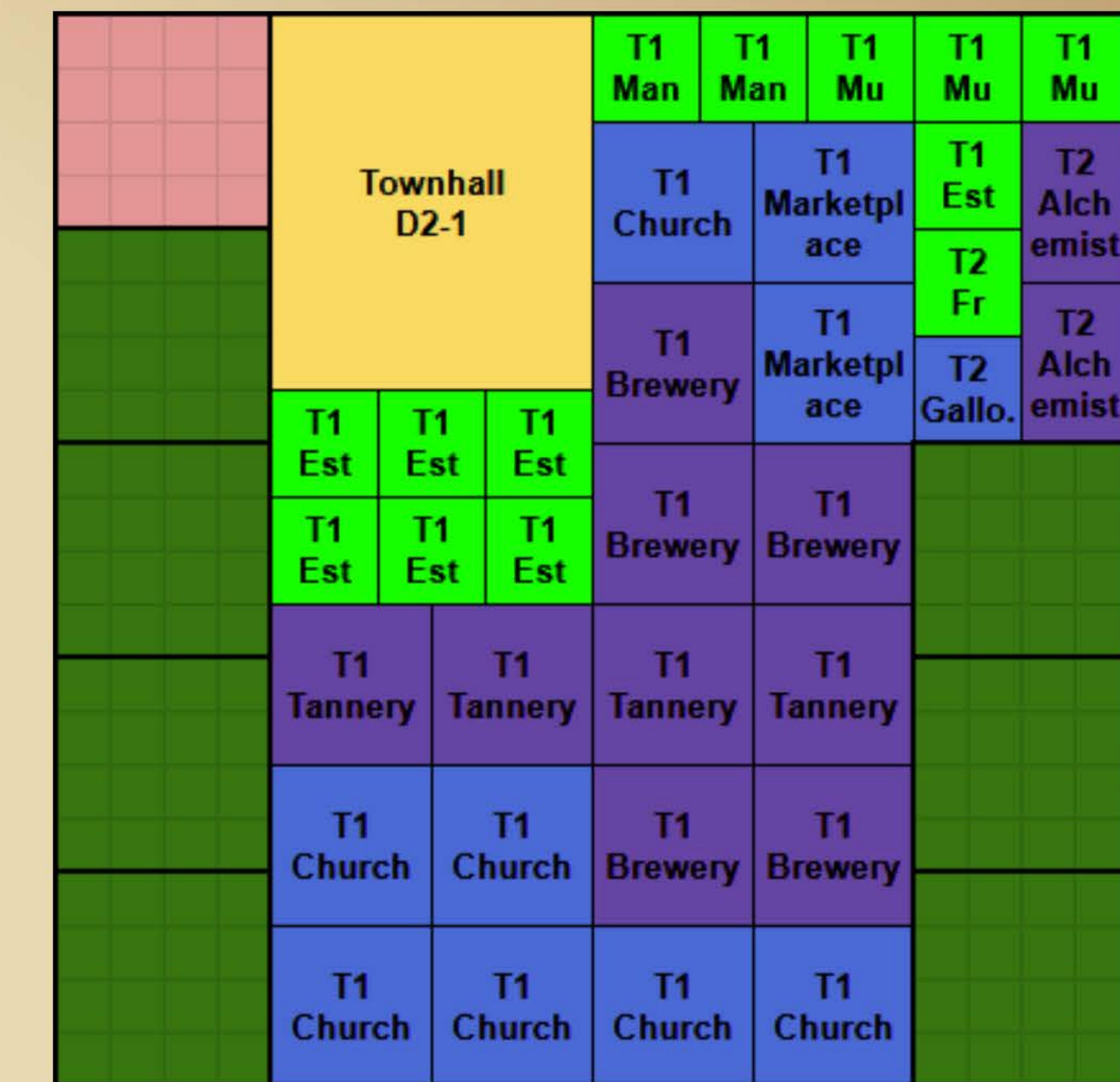
		Coin	Supply	Alloy
Collect	 Production	184 875	210 000	300
Collect	 Townhall	50 000	50 000	15
SUM		269 275	335 000	315
Sell	 1 Church	4 200	0	0
Build	 1 Beekeeper	-25 000	-7 500	0
wait	 1 hour or rush with 25 shards			
	 1 x 12 goods	-48 000	-38 400	0
Sell	 1 Beekeeper	6 250	1 875	0
Buy	 1 Expansion			
Build	 1 Gallows	-36 000	-36 000	-100
Build	 1 Alchemist	-50 400	-60 000	-200
Build	 1 Church	-16 800	0	0
Build	 2 Mansion	-28 000	0	0
SUM		75 525	194 975	15



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DAY 2-1

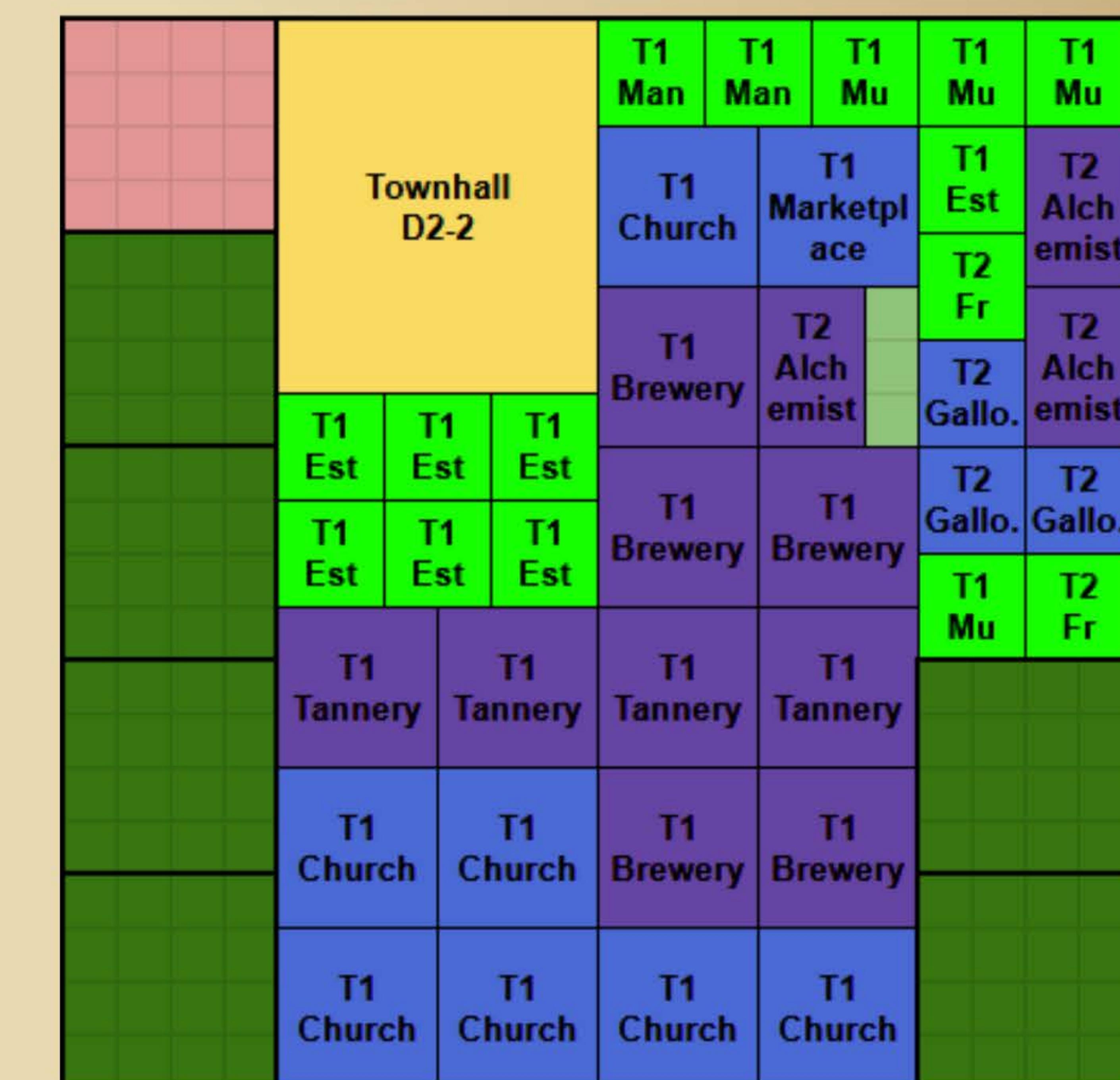
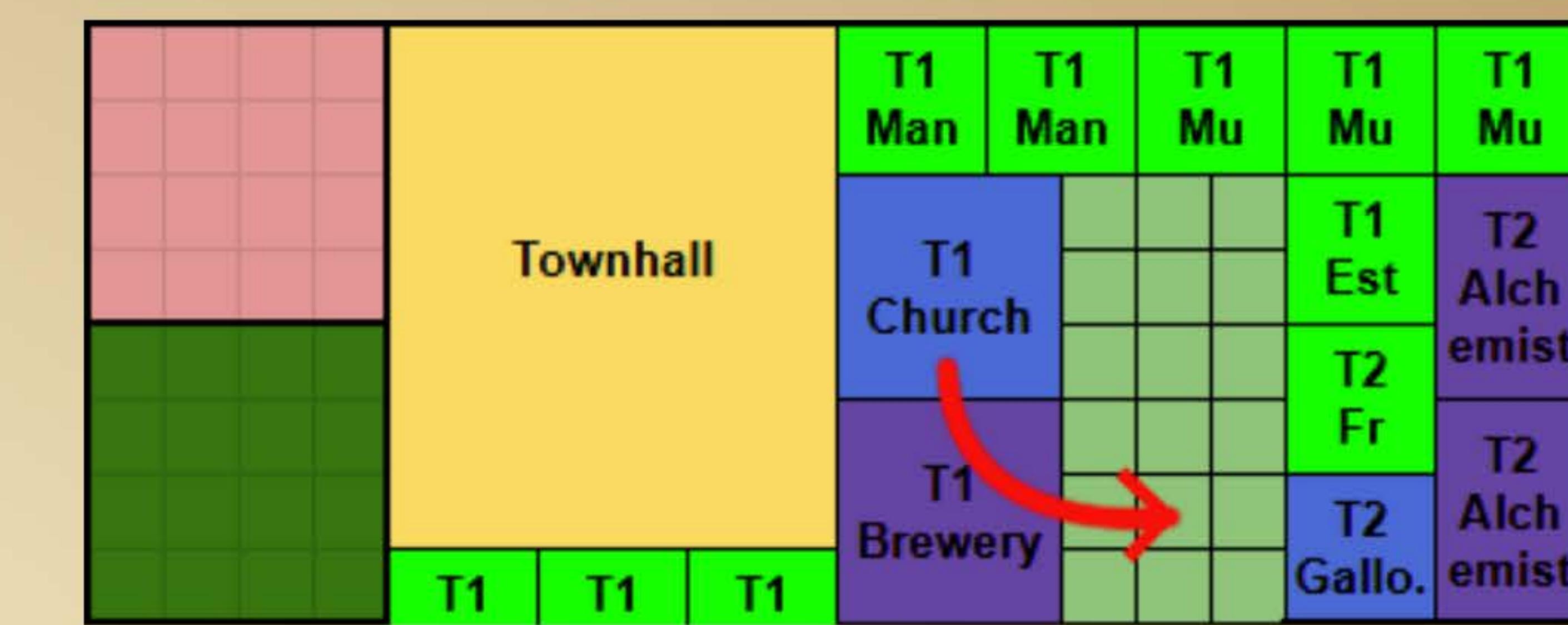
		Coin	Supply	Alloy
Collect	Production	244 125	255 840	443
Collect	Townhall	50 000	50 000	15
SUM		369 650	500 815	473
Sell	1 Tannery	3 000	0	0
Build	1 Gunpowder Manufactory	-25 000	-7 500	0
wait	1 hour or rush with 25 shards			
	2 x 20 goods	-140 000	-112 000	0
Sell	1 Gunpowder Manufactory	6 250	1 875	0
Buy	1 Expansion			
Build	1 Frame house	-30 000	-50 000	-200
Build	1 Alchemist	-50 400	-60 000	-200
Build	2 Marketplace	-24 000	0	0
SUM		109 500	273 190	73



The Alchemist

DAY 2-2

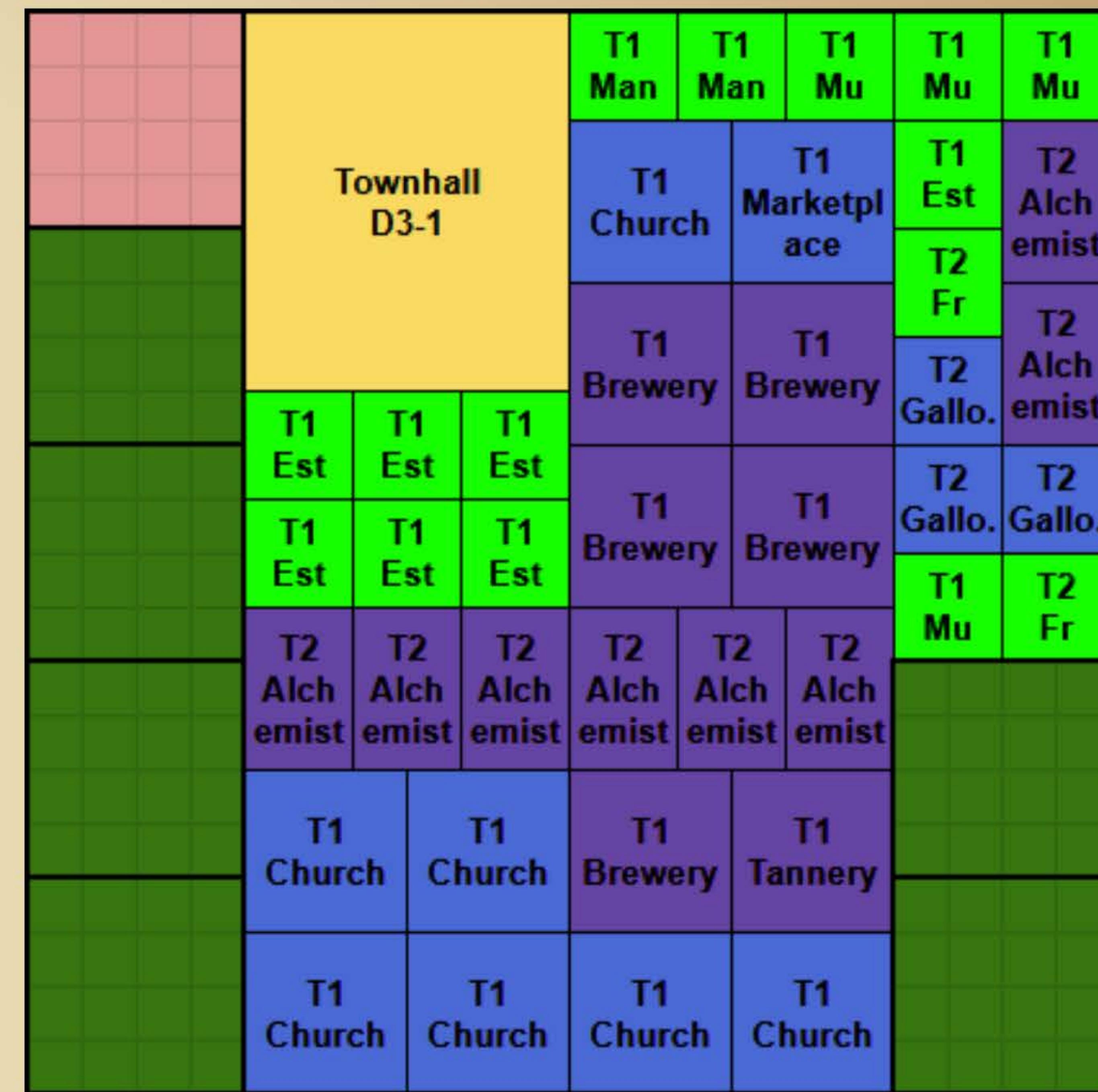
		Coin	Supply	Alloy
Collect	Production	321 625	272 160	654
Collect	Townhall	50 000	50 000	15
SUM		481 125	595 350	742
Sell	2 Marketplace	6 000	0	0
move the church according to the picture, and you can build all 1hour buildings at once				
Build	1 Ropery	-25 000	-7 500	0
Build	1 Alchemist	-50 400	-60 000	-200
Build	1 Frame house	-30 000	-50 000	-200
wait	1 hour or rush with 25 shards			
	4 x 20 goods	-280 000	-224 000	0
Sell	1 Ropery	6 250	1 875	0
Buy	1 Expansion			
Build	2 Gallows	-72 000	-72 000	-200
Build	1 Multistorey house	-10 000	0	0
Build	1 Marketplace	-12 000	0	0
SUM		13 975	183 725	142



The Alchemist

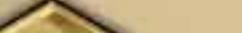
DAY 3-1

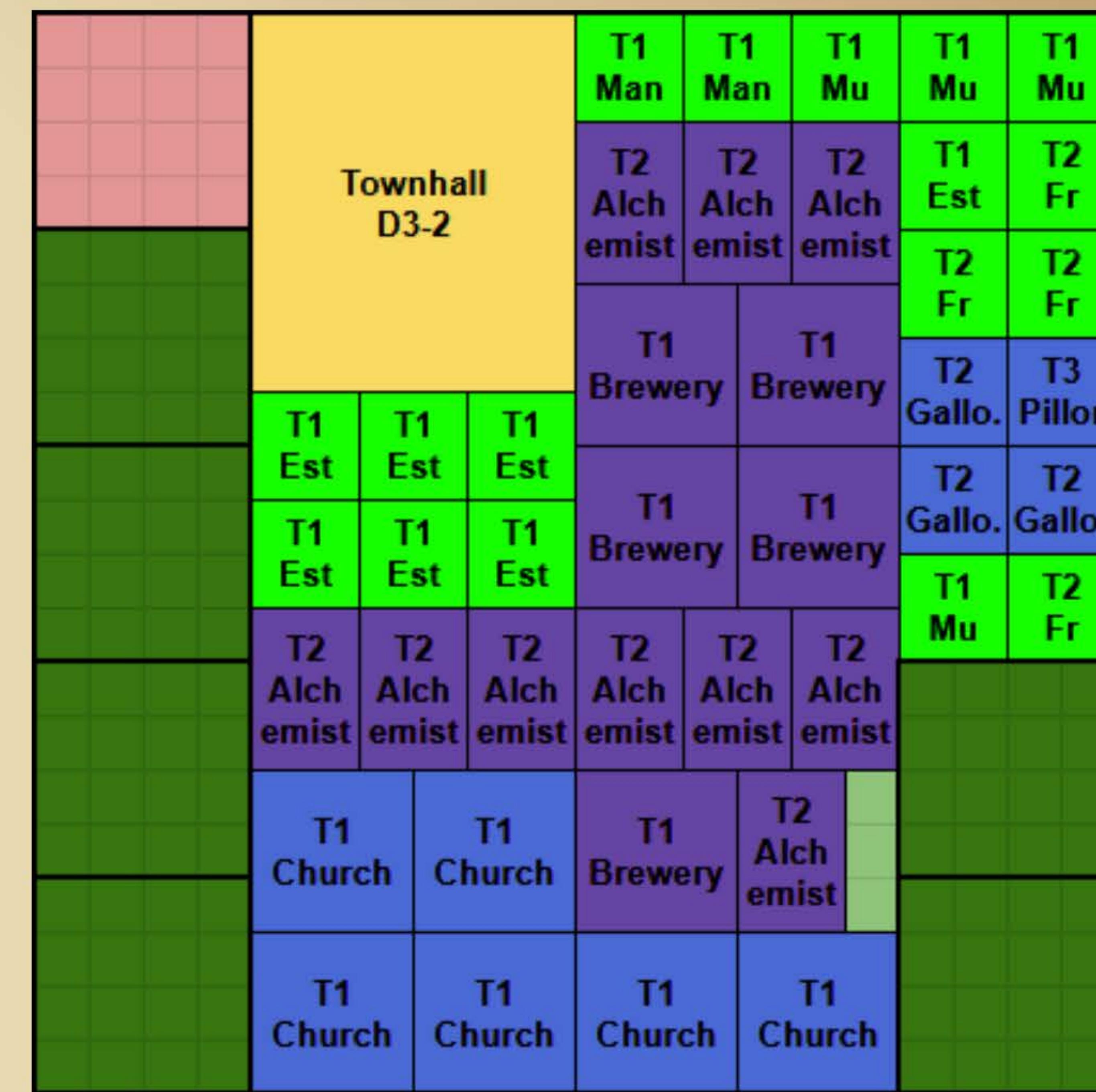
		Coin	Supply	Alloy
Collect	Production	437 875	322 560	895
Collect	Townhall	50 000	50 000	15
SUM		501 850	556 285	1 052
Sell	3 Tannery	9 000	0	0
Build	1 Catapult camp	-15 000	-7 500	0
	3 x 10 units	-105 000	-84 000	0
Sell	1 Catapult camp	3 750	1 875	0
Build	5 Alchemist	-252 000	-300 000	-1 000
SUM		142 600	166 660	52



The Alchemist

DAY 3-2

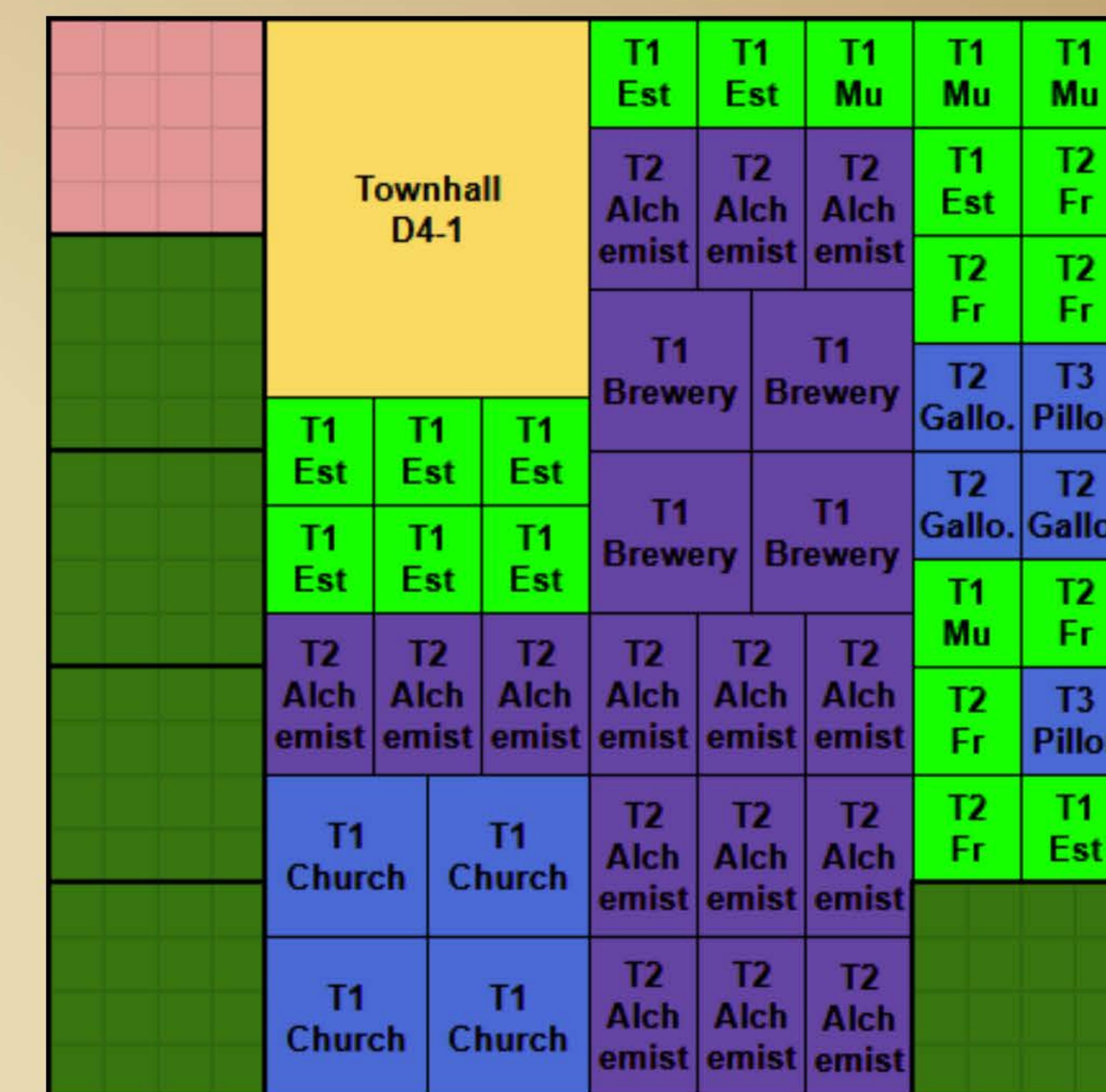
			Coin	Supply	Alloy
Collect	 Production		437 875	498 960	1 415
Collect	 Townhall		50 000	50 000	15
SUM			630 475	715 620	1 482
Sell	 1 Marketplace		3 000	0	0
Sell	 1 Church		4 200	0	0
Sell	 1 Tannery		3 000	0	0
Build	 1 Pillory		-120 000	-120 000	-500
Build	 2 Frame house		-60 000	-100 000	-400
Build	 2 Alchemist		-100 800	-120 000	-400
SUM			359 875	375 620	182



The Alchemist

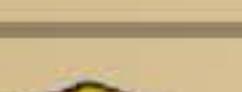
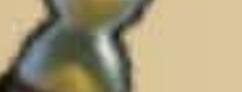
DAY 4-1

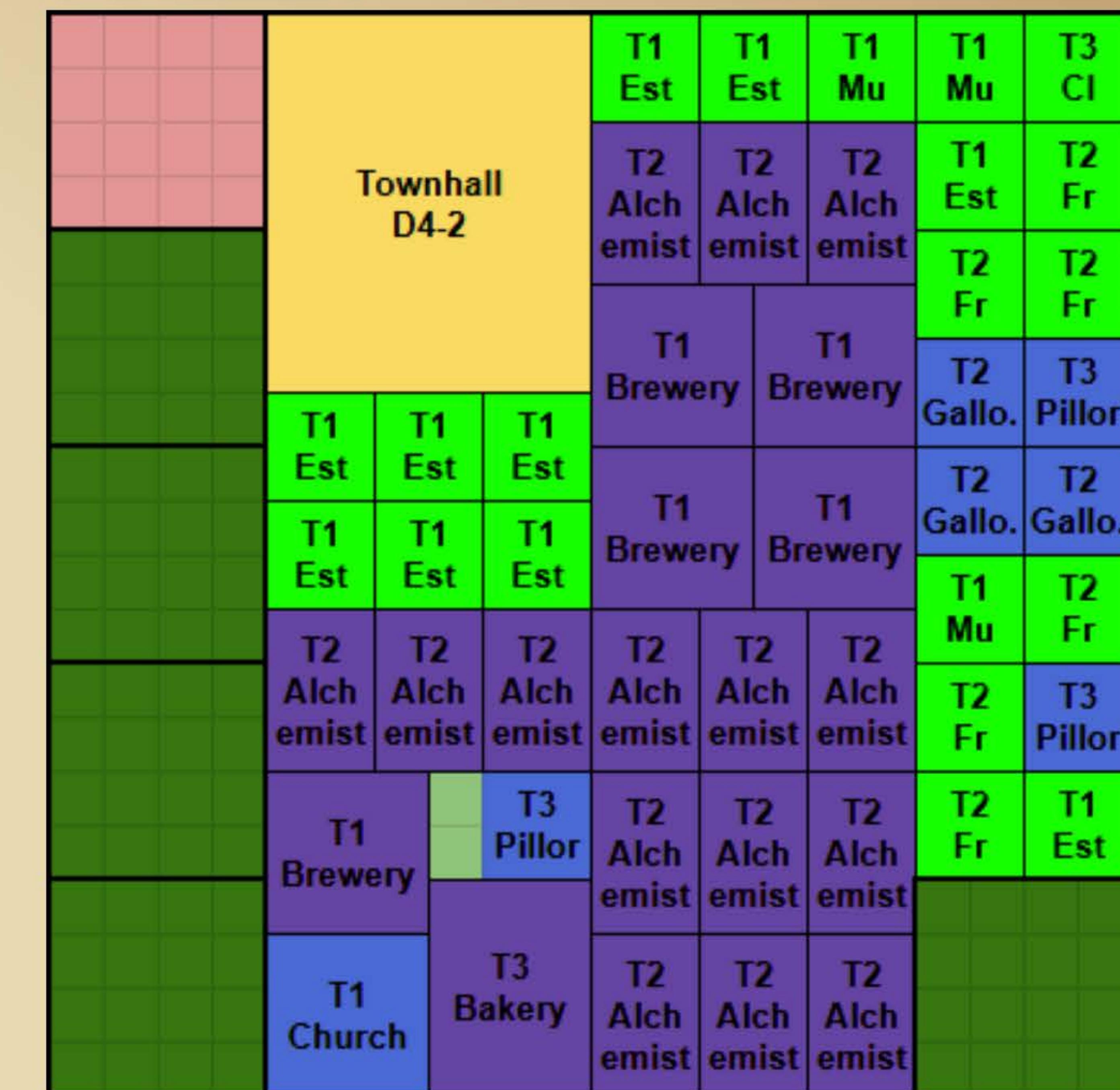
		Coin	Supply	Alloy
Collect	Production	592 875	588 000	1 852
Collect	Townhall	50 000	50 000	15
SUM		1 002 750	1 013 620	2 049
Sell	2 Church	8 400	0	0
Sell	1 Brewery	4 800	0	0
Build	1 Ropery	-25 000	-7 500	0
wait	1 hour or rush with 25 shards			
	6 x 20 goods	-420 000	-336 000	0
Sell	1 Ropery	6 250	1 875	0
Buy	1 Expansion			
Sell	2 Mansion	7 000	0	0
Build	3 Estate house	-48 000	0	0
Build	2 Frame house	-60 000	-100 000	-400
Build	5 Alchemist	-252 000	-300 000	-1 000
Build	1 Pillory	-120 000	-120 000	-500
SUM		104 200	151 995	149



The Alchemist

DAY 4-2

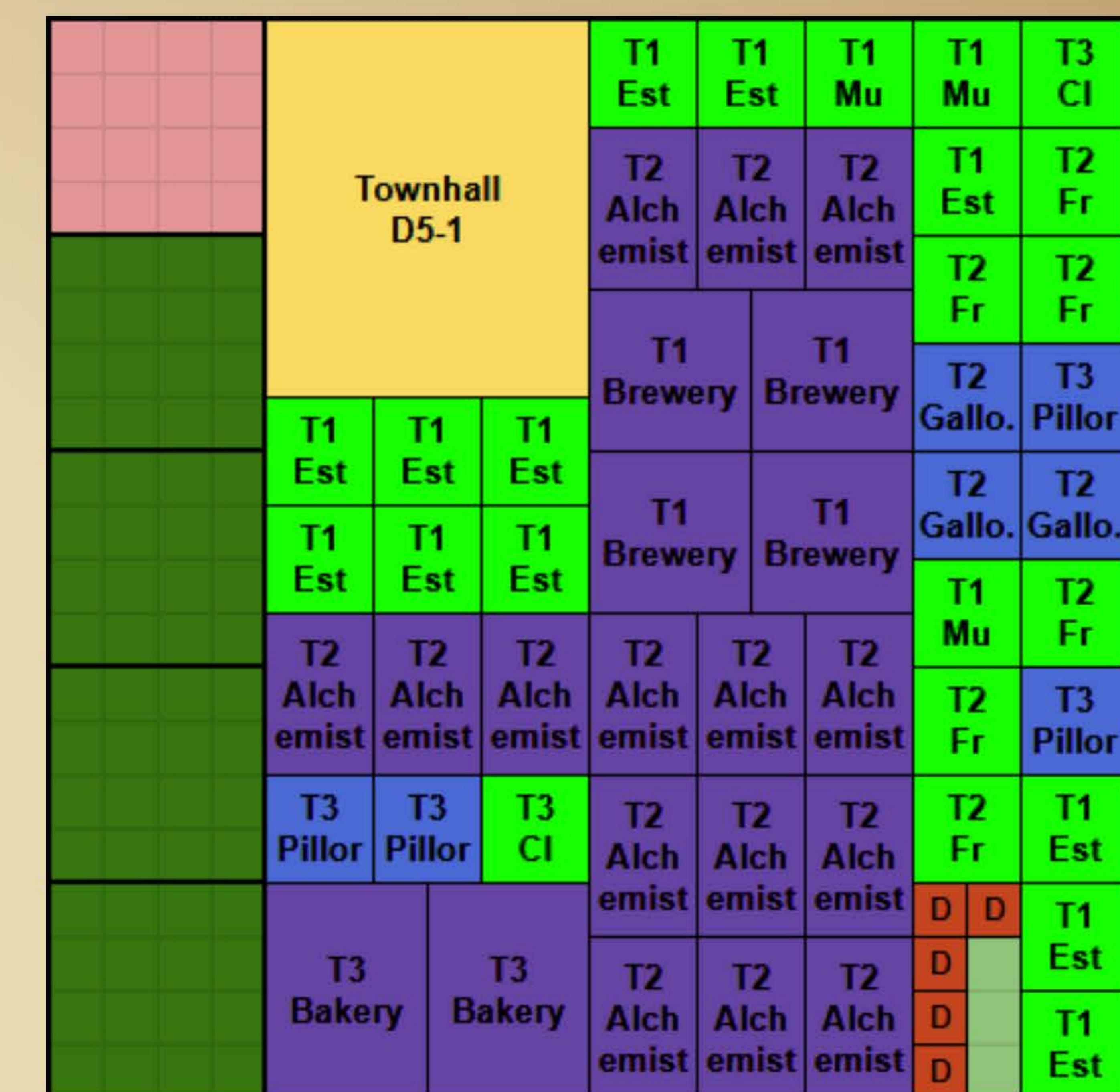
			Coin	Supply	Alloy
Collect	 Production		831 250	893 760	2 643
Collect	 Townhall		50 000	50 000	15
SUM			985 450	1 095 755	2 807
Sell	 3 Church		12 600	0	0
Sell	 1 Multistorey house		2 500	0	0
Build	 1 Trebuchet camp		-45 000	-22 500	-200
wait	 1 hour or rush with 25 shards				
	 5 x 10 units		-210 000	-175 000	0
Sell	 1 Trebuchet camp		11 250	5 625	50
Build	 1 Pillory		-120 000	-120 000	-500
Build	 1 Clapboard house (rush)		-210 000	-200 000	-1 000
Build	 1 Bakery (rush)		-84 000	-100 000	-1 000
Build	 1 Brewery		-19 200	0	0
SUM			323 600	483 880	157



The Alchemist

DAY 5-1

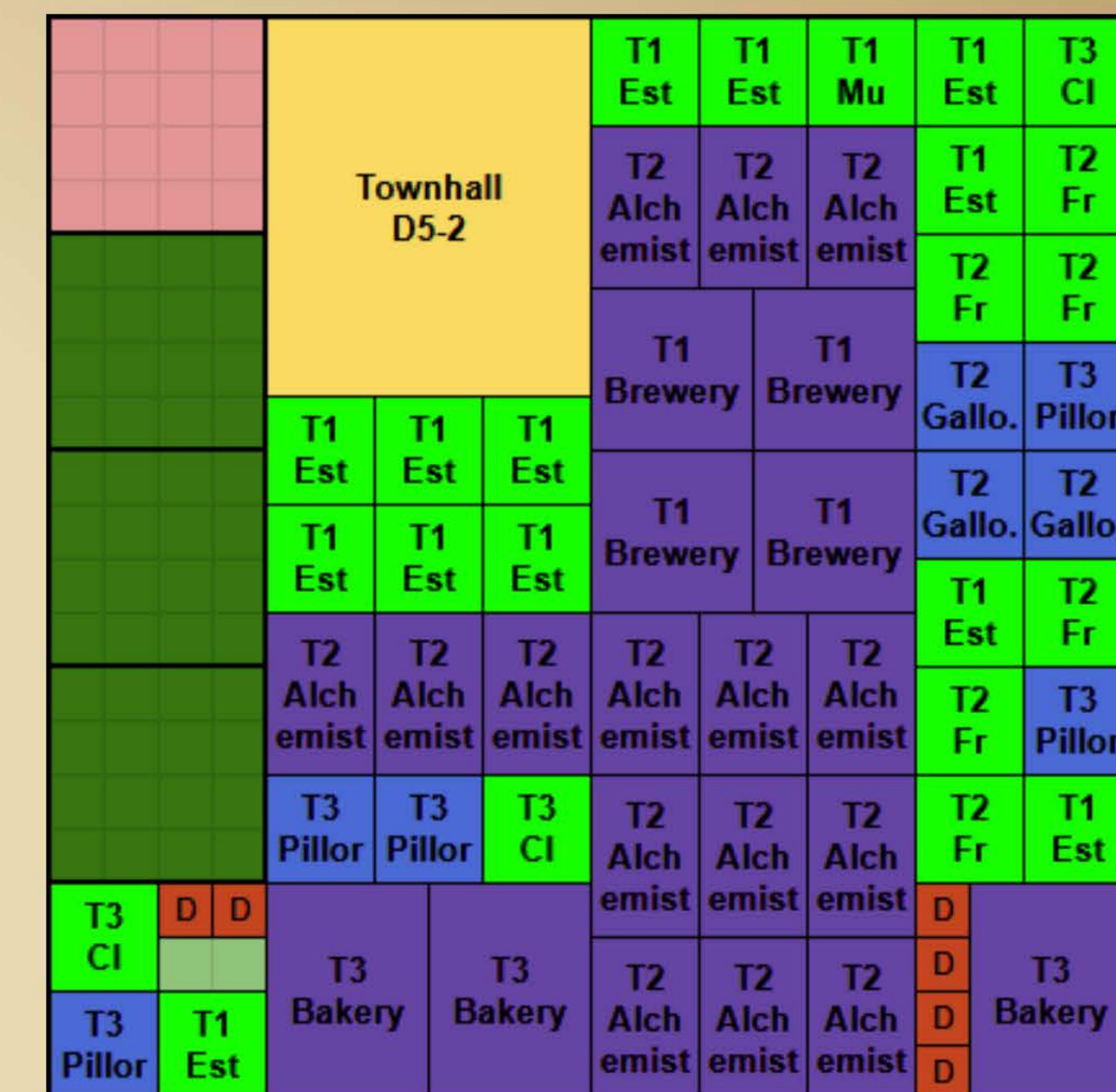
		Coin	Supply	Alloy
Collect	Production	1 242 500	1 200 000	3 393
Collect	Townhall	50 000	50 000	15
SUM		1 616 100	1 733 880	3 565
Sell	1 Brewery	4 800	0	0
Sell	1 Church	4 200	0	0
Build	1 Ropery	-25 000	-7 500	0
wait	1 hour or rush with 25 shards			
	9 x 20 goods	-630 000	-504 000	0
Sell	1 Ropery	6 250	1 875	0
Buy	1 Expansion			
Build	1 Pillory	-120 000	-120 000	-500
Build	1 Clapboard house	-210 000	-200 000	-1 000
Build	1 Bakery	-84 000	-100 000	-1 000
Build	5 Signpost or Gargoyle	-375 000	-312 500	-1 000
Build	2 Estate house	-32 000	0	0
SUM		155 350	491 755	65



The Alchemist

DAY 5-2

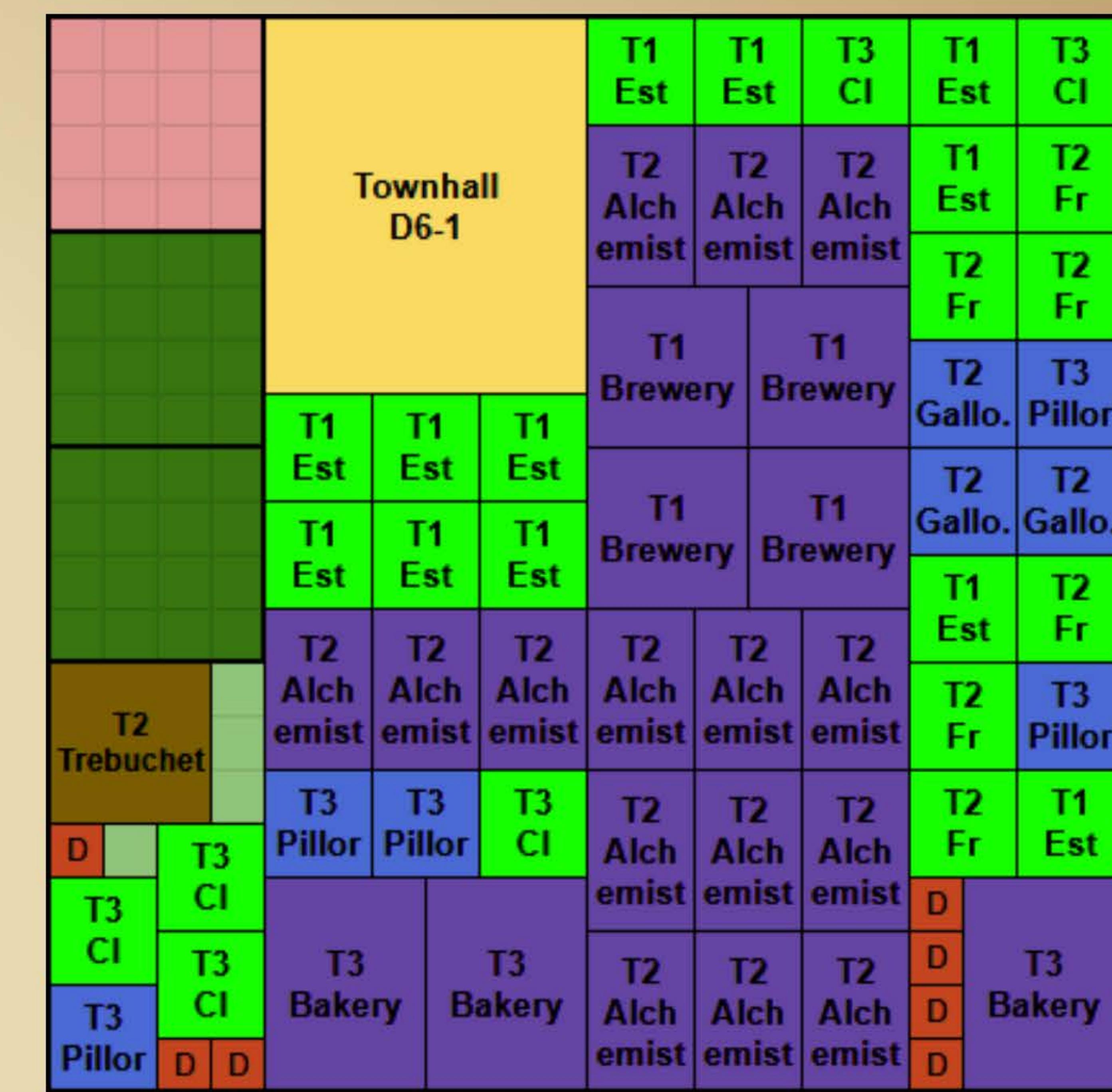
			Coin	Supply	Alloy
Collect	 Production		1 413 750	1 121 760	3 408
Collect	 Townhall		50 000	50 000	15
SUM			1 619 100	1 663 515	3 488
Sell	 2 Multistorey house		5 000	0	0
Build	 1 Ropery		-25 000	-7 500	0
wait	 1 hour or rush with 25 shards				
	 12 x 20 goods		-840 000	-672 000	0
Sell	 1 Ropery		6 250	1 875	0
Buy	 1 Expansion				
Build	 1 Clapboard house		-210 000	-200 000	-1 000
Build	 1 Bakery		-84 000	-100 000	-1 000
Build	 1 Estate house		-16 000	0	0
Build	 1 Signpost or Gargoyle		-75 000	-62 500	-200
Build	 1 Pillory		-120 000	-120 000	-500
SUM			260 350	503 390	788



The Alchemist

DAY 6-1

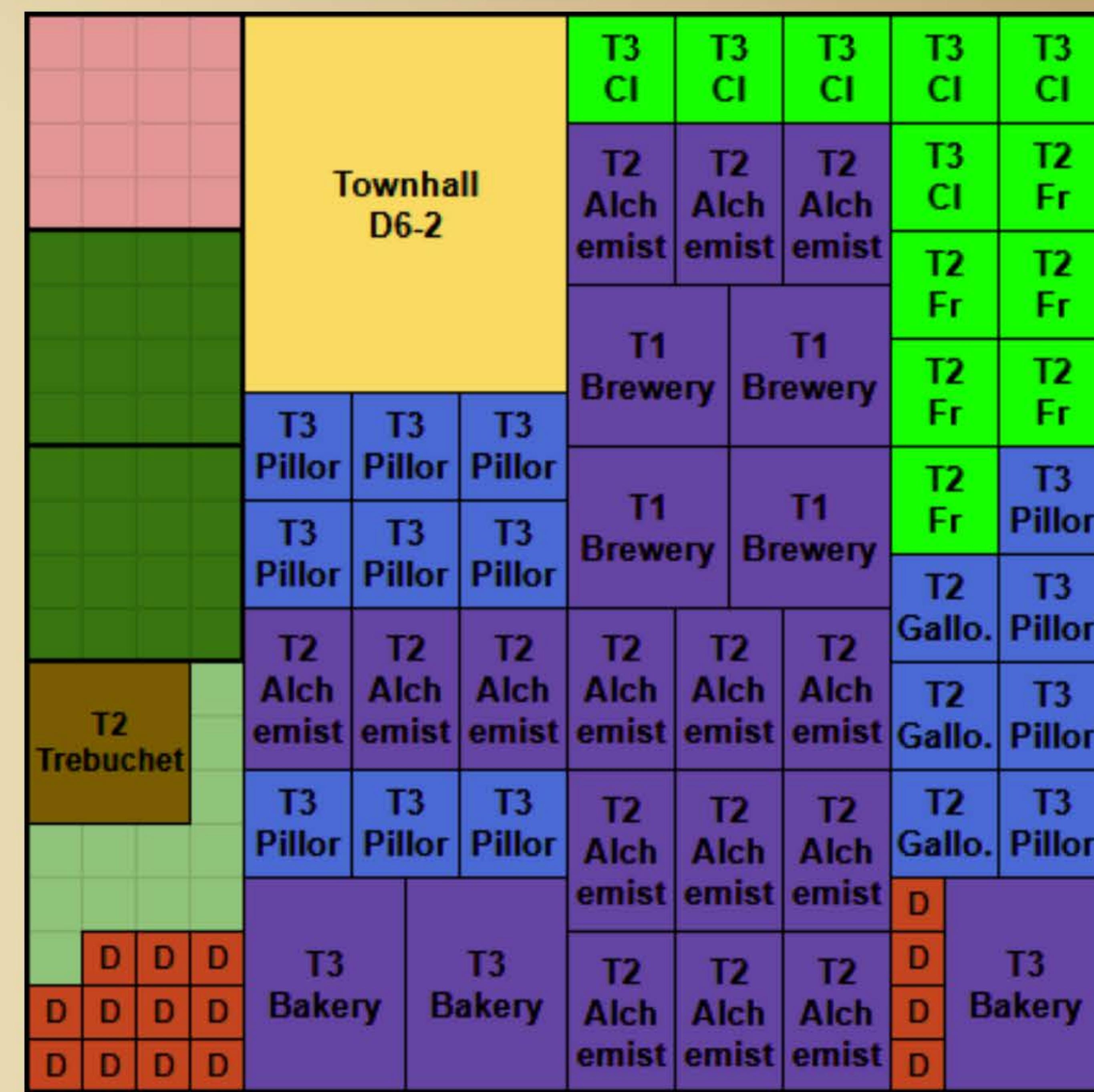
			Coin	Supply	Alloy
Collect		Production	1 932 125	1 349 760	4 143
Collect		Townhall	50 000	50 000	15
SUM			2 242 475	1 903 150	4 946
Sell		1 Estate house	4 000	0	0
Sell		1 Multistorey house	2 500	0	0
Build		1 Ropery	-25 000	-7 500	0
wait		1 hour or rush with 25 shards			
		16 x 20 goods	-1 120 000	-896 000	0
Sell		1 Ropery	6 250	1 875	0
Buy		1 Expansion			
Build		3 Clapboard house	-630 000	-600 000	-3 000
Build		1 Signpost or Gargoyle	-75 000	-62 500	-200
Build		1 Trebuchet camp	-45 000	-22 500	-200
		5 x 10 units	-210 000	-175 000	0
SUM			150 225	141 525	1 546



The Alchemist

DAY 6-2

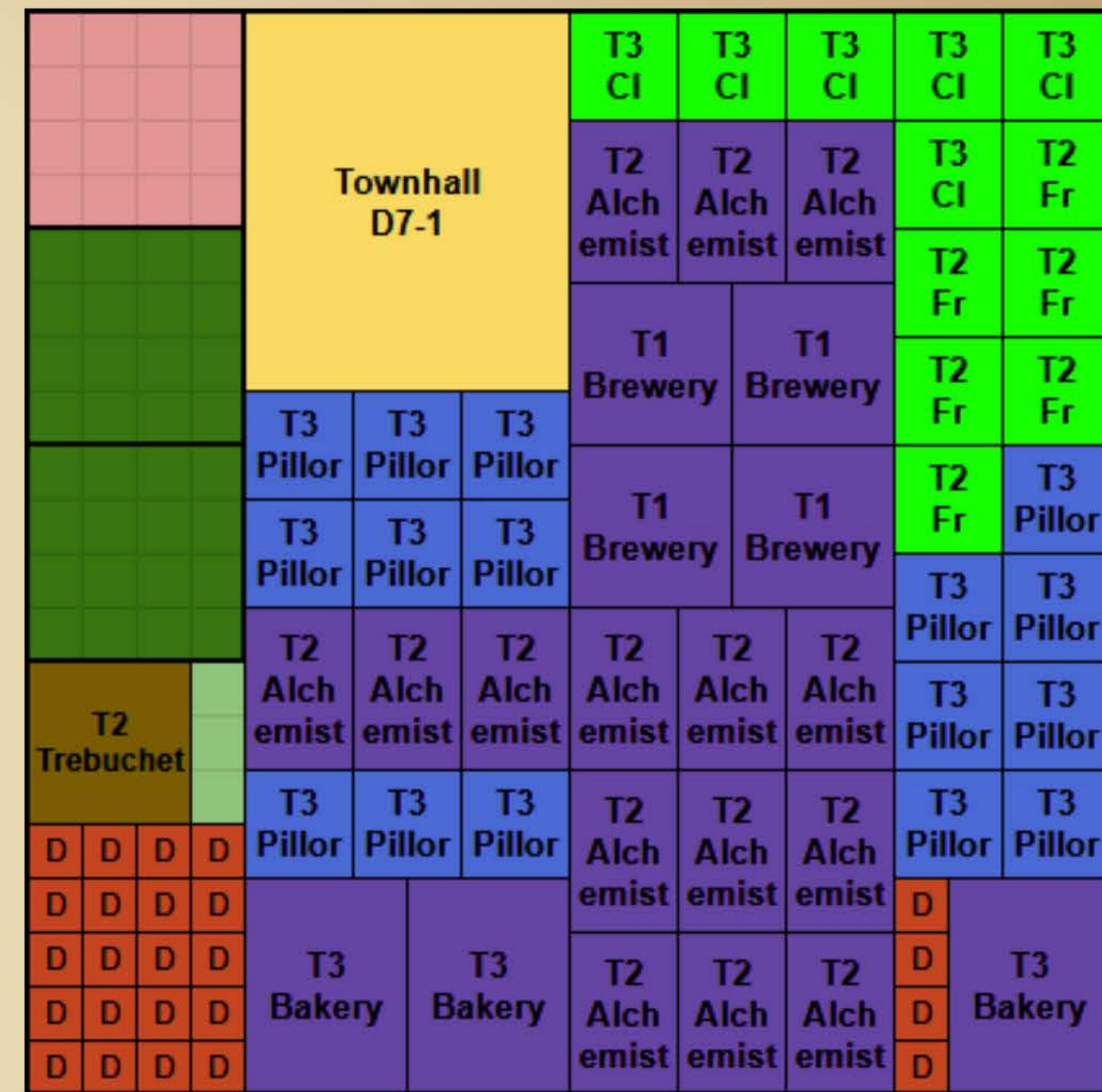
		Coin	Supply	Alloy
Collect	Production	2 281 500	1 577 760	4 863
Collect	Townhall	50 000	50 000	15
SUM		2 481 725	1 769 285	6 424
Sell	12 Estate house	48 000	0	0
Build	8 Pillory	-960 000	-960 000	-4 000
Build	8 Signpost or Gargoyle	-600 000	-500 000	-1 600
SUM		969 725	309 285	824



The Alchemist

DAY 7-1

			Coin	Supply	Alloy
Collect	 Production		1 395 000	1 577 760	5 808
Collect	 Townhall		50 000	50 000	15
SUM			2 414 725	1 937 045	6 647
Sell	 3 Gallows		27 000	27 000	75
Build	 3 Pillory		-360 000	-360 000	-1 500
Build	 9 Signpost or Gargoyle		-675 000	-562 500	-1 800
SUM			1 406 725	1 041 545	3 422



The Alchemist

DAY 7-2

			Coin	Supply	Alloy
Collect	 Production		1 395 000	1 577 760	5 808
Collect	 Townhall		50 000	50 000	15
SUM			2 851 725	2 669 305	9 245
Sell	 4 Brewery		19 200	0	0
Sell	 1 Frame house		7 500	12 500	50
Sell	 1 Trebuchet camp		11 250	5 625	50
Build	 8 Pillory		-960 000	-960 000	-4 000
Build	 8 Signpost or Gargoyle		-600 000	-500 000	-1 600
Build	 1 Cannon camp		-75 000	-37 500	-1 000
SUM			1 254 675	1 189 930	2 745

